



The Last Ninja™

Revenger's Pathbook

For Commodore® 64™ and 128™ Computers

ACTIVISION

For a recorded message about our newest software, call 415-960-0518.
For technical help, call Product Support between 9:30 a.m. and 4:30 p.m. Pacific time on Monday, Tuesday, Thursday, and Friday and between 9:30 a.m. and noon on Wednesday: 415-960-0518.

For information about our products, write to:

Product Support
Activision, Inc.
P.O. Box 7287
Mountain View, CA 94039

Copying Prohibited

This software product is copyrighted and all rights are reserved by the copyright holder. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling or otherwise distributing this product without the express written permission of the copyright holder are violations of U.S. Copyright Law and are hereby expressly forbidden.

Computer software program copyright © 1987 System 3 Software Ltd. *Revenger's Pathbook* © 1987 Activision, Inc.
All rights reserved.

Commodore is a registered trademark and Commodore 64 and 128 are trademarks of Commodore Electronics, Ltd.

The Last Ninja™

The Last Ninja was created by System 3 Software Ltd.

Designed by Mark Cale and Tim Best.

Programmed by John Twiddy

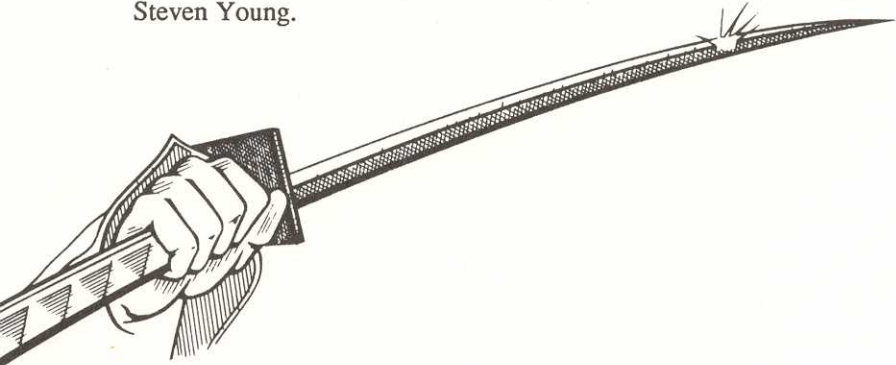
Graphics by Hugh Riley.

Music and sound effects by Ben Dagleash and Anthony Lees.

Produced by Scott Orr.

Special thanks to Keith Orr and Mark Snowball.

Revenger's Pathbook by Paula Polley. Editorial management by Steven Young.





Contents

<i>The Revenge of The Last Ninja</i>	1
<i>Gathering Your Wits</i>	2
<i>Making Your Moves</i>	3
<i>The Beautiful—but Treacherous—Island of Lin Fen</i>	7
<i>On the Screen</i>	8
<i>Collecting Weapons, Objects, and Ninja Magic</i>	9
<i>Lives of The Last Ninja</i>	11
<i>Hints and Tips</i>	12



The Revenge of

The Last Ninja™

They didn't just murder your father, though that alone would be grounds for revenge of the fiercest kind.

And they didn't just slay your brothers, or kill only your closest friends.

The evil Shogun Kunitoki and the Ashikaga Clan slaughtered the *entire brotherhood of the Ninja*, the Mystic Shadow Warriors.

Kunitoki and his clan had long been envious of the Mystic Shadow Warriors. They were jealous of your mastery of weapon craft. They coveted your unerring mental prowess. And they yearned to discover the secrets of your magical powers.

So the crafty Kunitoki waited. Patiently. He waited for the warriors to make their once-in-a-decade pilgrimage to the Island of Lin Fen.

It was here, on the Island of Lin Fen, that you paid homage to the Shrine of the White Ninja. It was here that you received further teachings from the Koga Scrolls. And it was here that Kunitoki and the Ashikaga clan — with the help of all the demon spirits of the Netherworld — annihilated every member of the Mystic Shadow Warriors.

Every member but you, that is.

As the spirits would have it, you alone were left behind on this fateful pilgrimage, to guard the Bunkinkan Shrine. It was a tradition that began at the dawn of the Ninja. Someone was always chosen to be left behind as a safeguard, should any disaster ever befall the brotherhood when it gathered at Lin Fen.



Though it was considered an honor to stay behind and guard the Bunkinkan Shrine, you were not happy about it. For you were supposed to have had the honor of reading the Koga Scrolls. At the time, you thought you would have to wait another decade for this opportunity. But now, time has proven you wrong.

Word of the shocking disaster has now reached you. At first, it takes all your strength just to overcome your sorrow. But you must gather all your courage, all your strength, all your confidence to go and wreak revenge on the Shogun and his followers.

The Shogun Kunitoki and his men are still there — degrading the spiritual peace of your sacred Island of Lin Fen.

Alone, you must go to the Island of Lin Fen. Alone, you must punish the evil of your brotherhood's treacherous assassins.

Gathering Your Wits

As it is with any long voyage — and certainly with one that taxes the spirit and body as greatly as this one — there are certain preparations one must make.

First make sure that all your equipment — including each peripheral — is turned off. Then follow the loading instructions for your particular computer system.

Loading the Commodore 64

1. Turn on your computer and disk drive.
2. Insert your *The Last Ninja* disk in your disk drive, with side 1 (the label side) up.
3. Plug a joystick into port 2.
4. Type **LOAD "*",8,1** and press **RETURN**. After a short wait the title screen will appear.
5. Press the joystick button to start your quest.

Loading the Commodore 128

1. Turn on your disk drive.
2. Insert your *The Last Ninja* disk in your disk drive, with side 1 (the label side) up.
3. Plug a joystick into port 2.
4. Turn on your computer. After a short wait the title screen will appear.
5. Press the joystick button to start your quest.

To pause at any time during the game, press F7.

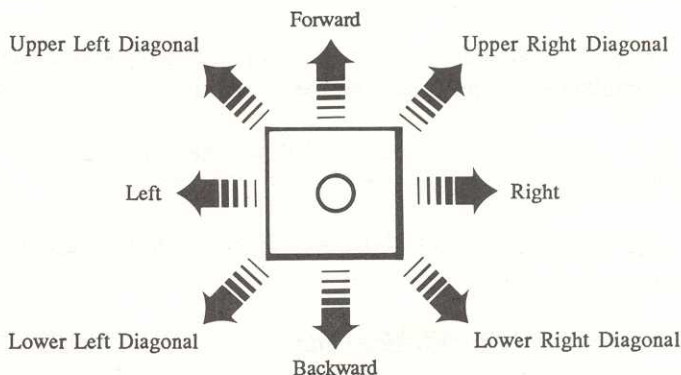
To turn the sound on or off, press F1.

NOTE: You may, at times, be instructed to turn over *The Last Ninja* disk. After doing so, press the joystick button.

Making Your Moves

The lifelike movements of the Last Ninja are probably some of the most realistic you've ever encountered in a game designed for your Commodore system. Consequently, your joystick maneuvers must be some of the most sensitive you've ever executed.

It is therefore recommended that you study the following section carefully, then spend some time practicing your moves *before* you venture down the pathways of Lin Fen.



Basic Moves

The Last Ninja moves in three dimensions — as opposed to the one flat dimension you may have experienced in other action games. So when you move him forward, backward, right, or left, the direction he goes is relative to the direction he's facing at the time you initiate the move.

To change the direction the Last Ninja is facing, roll through all the joystick positions until he is facing in the desired direction.

To walk forward, backward, right, or left, push the joystick diagonally in the direction you want to go.

For precise positioning on the pathway, move the joystick forward, backward, right, or left.

To search for an item, face Ninja in the direction of the object, hold down the joystick button, and push the joystick diagonally. (See “Collecting Weapons,” page 9.)

REMEMBER: All the maneuvers above are relative to the direction Ninja is facing when you initiate the move.

Fighting Without a Weapon

These are defensive moves you can make if you *don't* have a weapon. However, ducking and kicking can still be performed even if you *do* have a weapon.

Execute the following defensive moves by pressing the joystick button while simultaneously manipulating the joystick.

To duck an opponent's blow, hold down the joystick button and push the joystick diagonally.

To punch, hold down the joystick button and push the joystick forward or to the right or left.

To kick, hold down the joystick button and pull the joystick backward.

Fighting With a Sword or Staff

When using a sword or staff, these moves are the same as those described above: crouching, searching, and kicking. The following maneuvers, however, are specific to fighting with a sword or staff:

To stab your opponent's torso, hold down the joystick button and push the joystick to the right.

To stab your opponent in the head, hold down the joystick button and push the joystick forward.

To slash your opponent, hold down the joystick button and push the joystick to the left.

To block an opponent's blow, hold down the joystick button and push the joystick diagonally.

Fighting With Numchukas

When using numchukas, crouching, searching, ducking, and kicking are the same as described above. The following maneuvers, however, are specific to fighting with numchukas:

To block an opponent's blow, hold down the joystick button and push the joystick diagonally.


To strike your opponent head on, hold down the joystick button and push the joystick to the right.

To slash your opponent, hold down the joystick button and push the joystick to the left.

Throwing the Shuriken or Smoke Bomb

When using the shuriken or smoke bomb, all moves are the same as already described except for the following:

To throw to the right, hold down the joystick button and push the joystick to the right.



To throw to the left, hold down the joystick button and push the joystick to the left.

Performing Somersaults

Somersaults are a very important part of your success on the Island of Lin Fen because they're used in two different ways: as a defensive move and as a way to surmount obstacles. In each case the procedure for performing the somersault is slightly different.

Using somersaults in combat

To use a somersault as a defensive move in combat, you must first be *running forward*. While running, use the following procedures:

To perform a long somersault, hold the joystick forward and press the joystick button while running.

To perform a somersault of moderate distance, hold the joystick in a diagonal position and press the joystick button while running.

To perform a short somersault, hold the joystick right or left and press the joystick button while running.

Using somersaults to surmount an obstacle

When performing a somersault to overcome an obstacle — for example, to jump from stone to stone when crossing a river or stream — you must start from a stationary position. Position the Ninja carefully at the point from which you wish to somersault and follow these procedures:

To perform a long somersault, hold down the joystick button, then move the joystick forward or back.

To perform a somersault of moderate distance, hold down the joystick button, then push the joystick diagonally.

To perform a short somersault, hold down the joystick button, then push the joystick to the right or left.

The Beautiful — but Treacherous — Island of Lin Fen

Many centuries ago, the brotherhood of the Ninja chose the Island of Lin Fen as the site for their Shrine of the White Ninja. It was the place where they could gather *en masse*, decade after decade. And a place where the the Koga Scrolls could be carefully hidden from the rest of the world.

The Island of Lin Fen is as treacherous as it is beautiful. In fact, with its craggy coastline, unassailable cliffs, and cascading rivers, it's a natural fortress.

Deep in the center of the island stands the Palace of Lin Fen. Another fortress — but this one crafted by the very hands of the Mystic Shadow Warriors.

Having been to the island once as a young acolyte, you have a vague memory of where certain paths and passages are located. But then, it was over ten years ago that you were there. You were very young. And much has changed.

The Six Locations on the Island of Lin Fen

The island is divided into six different regions. Each has its own special beauty. And its own deadly dangers. Plus, the Shogun Kunitoki has stationed his henchmen at every turn.

These are the six regions:

1. The Wastelands

Probably the most beautiful wastelands you have ever visited. And certainly the most dangerous.

2. The Wilderness

The deeper you go, the more treacherous become the crags and cliffs. One false move and you'll plunge to the infinite depths below.

3. The Palace Gardens

It's amazing how a place seemingly so civilized can house so many hazards.

4. The Dungeons

Here your worst nightmares materialize before your eyes. However, there *is* one thing that's not so obvious: the way out.

5. The Palace

What a pity to see your sacred Lin Fen Palace inhabited by the evil Ashikaga Clan. But what's worse is what comes later.

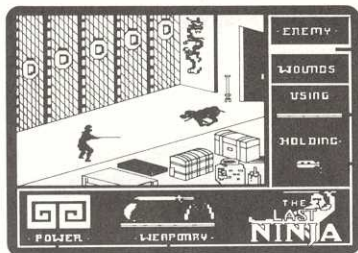
6. The Inner Sanctum

You are now so close. And yet — until you locate the hidden passage — so far away.

IMPORTANT: The Island of Lin Fen is a complicated maze of treacherous twists and unmarked turns. Since you have never been here before, you may wish to make a map — to help you remember *where* various objects can be found.

On the Screen

The following illustration shows exactly what each section of the screen indicates.



When this turns totally red, you have slain your opponent.

The weapon you have *found*, must *collect*, or are *using*.

What object you are holding.

Your weaponry.

Your energy level — don't let it disappear.

Collecting Weapons, Objects, and Ninja Magic

During your crusade through the Island of Lin Fen, you will encounter many different kinds of items. You must somehow acquire them all. In fact, leave no stone unturned. And no plant unruffled. Because you never know what you'll find next.

You'll pick up weapons to help you repel the constant onslaught of Ashikaga guards. Once you have an arsenal of weapons to choose from, you may often find that it's best to beat an opponent at his own game. Or in other words, to select the same weapon he is using.

Shrines are fountains of knowledge — especially when it comes to finding out about the need for certain items or weapons. Look to them often for advice.

You'll find many objects whose true value may not be revealed to you until much later in the game. And, if you get far enough, you'll acquire Ninja Magic.

Ninja Magic is essential for overcoming certain hazards. And you'll never know exactly where to find it because it can take so many different forms. It could be behind a tree or rock, inside a container or, quite literally, under foot!

When you *do* acquire Ninja Magic, however, you'll know. Because the Ninja will take on certain peculiar features. But you'll have to plan ahead. And act fast. Because Ninja Magic doesn't last forever.

To search for and pick up items, face Ninja in the direction of the object. Then hold down the joystick button and push the joystick diagonally.

NOTE: To obtain an item, Ninja's hand must touch it.

To select a weapon, press the space bar to cycle through your weapons while Ninja is stationary until the one you want is pictured in the box labeled **USING** on the right side of the screen.

NOTE: Make sure Ninja always has his weapon drawn *before* entering the next screen. Because you never know *what* lurks behind the next corner.

To select any other object, press F3 or F5 to cycle through your objects until the one you want is pictured in the box labeled **HOLDING** on the right side of the screen.

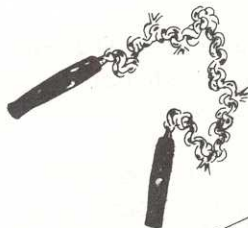
Here is a list of the items you may encounter on your quest:



Pouch — without it you can't carry small objects.



Key — this opens the door to success.



Numchukas — a weapon essential to the art of the Ninja.



Sword — a powerful weapon.



Apple — it gives you an extra life.



Smoke Bomb — there's no smoke without fire.



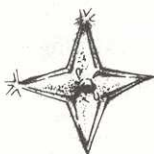
Claw — claw your way up. Or down.



Glove — be careful what you touch.



Staff — one of the strongest of weapons.



Shuriken Stars — a good aim ensures instant death, but remember, your supply is limited.



Amulet — to give is no greater than to receive.



Flower — a vase is waiting.



Rope — could this be the means out?



Bottle — sleeping potion.



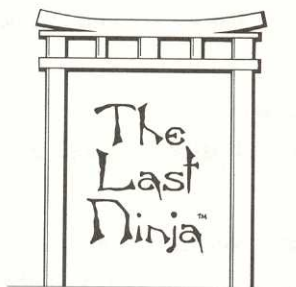
Scrolls — once found, your quest is completed.

Lives of The Last Ninja

At the beginning of each game you get three lives. When you lose a life, you begin with your new life at the place where your previous life was lost. When you lose all of your lives, you go back to the beginning of the level you were in when you lost your last life. You will be awarded an extra life for every apple you find. The lives you accumulate are always carried over into the next level. And at the beginning of each level, you receive an additional new life.

Hints and Tips

- Remember to pick up *every item you see*. If you can't pick up an item, reposition Ninja and try again. Also, certain items can only be obtained in sequence (you need one item before you obtain another).
- You have only two hands. And since you are always carrying your sheath, you have only one hand left to hold something else.
- The lives you accumulate are carried forward into each level. Do whatever is necessary to start a new level with as many lives as possible.
- The shrines shun instruments of death.



ACTIVISION LIMITED 90-DAY WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision, Inc. at the address noted below with a check or money order for \$7.50 (U.S. currency), which includes postage and handling, and Activision will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty.

RETURNS

U.P.S. or registered mail is recommended for returns. For the best service, please be sure to—

1. Send the diskette or cartridge only.
2. Write the name of the product and the type of computer system you have on the front of the package.
3. Enclose your return address, typed or printed clearly, *inside* the package.

Send to:

WARRANTY REPLACEMENTS
Product Support
Activision, Inc.
2350 Bayshore Parkway
Mountain View, CA 94043



©1987 Activision, Inc. D-157-03